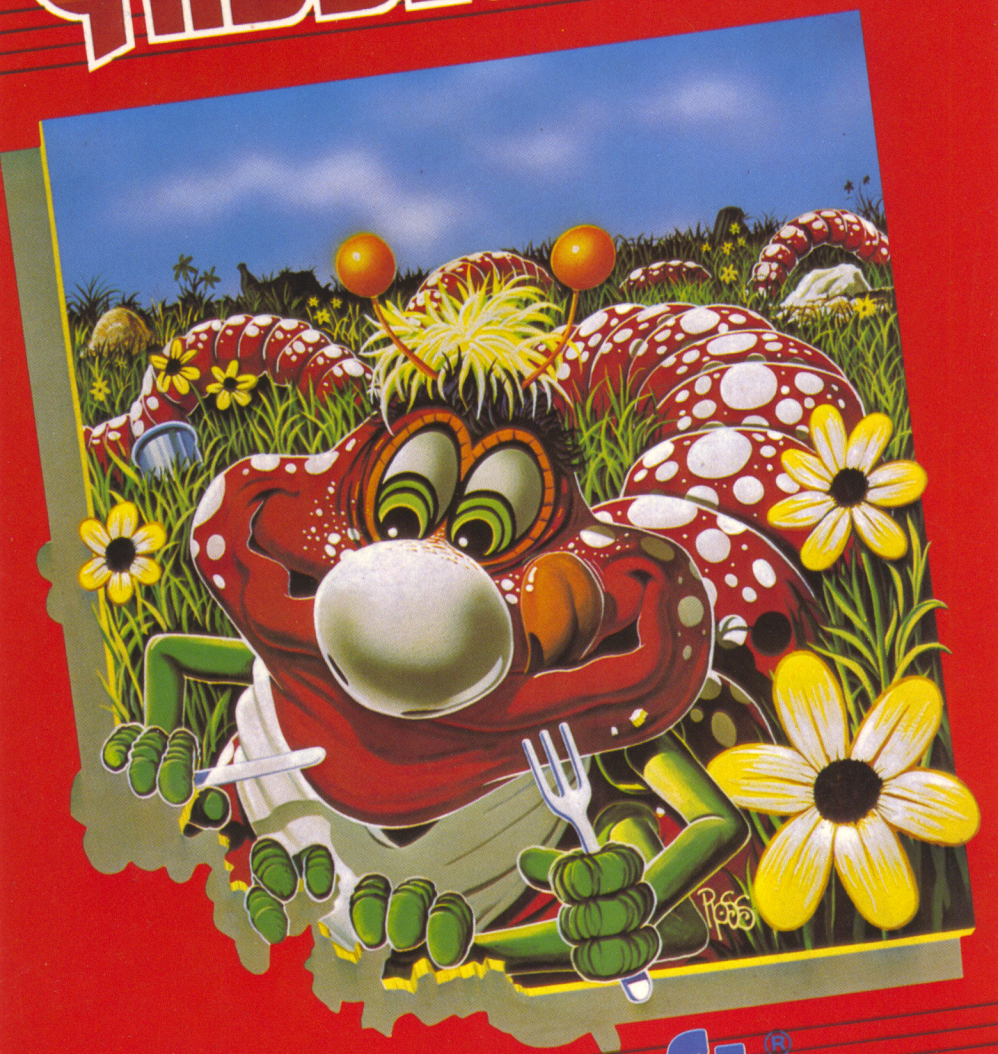
ROCK-OLA's®

NIBBLER™



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ROCK-OLA's®

NIBBL

REQUIREMENTS

- Atari Home Computer (16K)
- Disk drive (Atari compatible) or Atari 410 Program Recorder
- TV set or video monitor
- Joystick

GETTING STARTED

CASSETTE LOADING:

1. Turn off your computer and remove all cartridges.
2. Turn on your TV or video monitor.
3. Insert the NIBBLER™ cassette into your tape player (rewind tape if necessary) and then press PLAY.
4. Hold down the START key on your computer while you turn it on. (If you are using a 600XL or 800XL, power on the computer with both OPTION and START depressed.)
5. When you hear the buzzer, press RETURN. The tape will load automatically.
6. A title page will appear, followed by a demo mode. Press START or joystick fire button to begin game.

DISKETTE LOADING:

1. Turn off your computer and remove all cartridges.
2. Turn on the power to your TV or video monitor and disk drive #1. Wait for the red "drive busy" light to turn off.
3. Insert the NIBBLER™ diskette with the label side facing up and close the disk drive door.
4. Now turn on the computer. If you are using a 600XL or 800XL computer, power on the computer with the OPTION key depressed. The program will load automatically.
5. A title page will appear, followed by a demo mode. Press START or joystick fire button to begin game.

GAME CONTROLS AND INDICATORS

PLAYER OPTION The game is set for one player; for two players, press the OPTION key.

JOYSTICK To move Nibbler in any direction, push the joystick in the corresponding direction.

SCORES Each player's score is displayed on the upper left side of the screen. The top score is displayed underneath the players' scores.

NIBBLERS The number of Nibbler's lives remaining is displayed on the upper right portion of the screen.

TIME The amount of time remaining is displayed on the upper right portion of the screen, directly underneath the number of lives.

PAUSE ESC key; any key to resume play.

GAME RESTART SYSTEM RESET

POINTS

First Wave	10 points each particle
Second Wave	20 points each particle
Third Wave	30 points each particle
Fourth Wave	40 points each particle
Fifth Wave	50 points each particle
etc.	

BONUS Every time you complete four waves you earn a bonus Nibbler.

The time remaining at the end of each wave is multiplied by that wave number (remains the same on the first wave, is doubled on the second wave, tripled on the third wave, etc.). This time is turned into bonus points.

STRATEGY

As Nibbler, you are a reptilian explorer in a neon land. You slide around corners and blockades to discover the most successful paths, but beware . . . what looks like an easy route may be the path to your destruction.

Plot your course carefully and you can eliminate all the particles in each new land. As they disappear, you grow longer. Be careful to stay out of your own way — if you run into yourself, you cause your own destruction.

Your speed automatically increases in each land and your time is limited, so plan your route in advance — once you start to move, there is little time for decisions.

Experience the neon land of glowing lights — or slide into oblivion!

CREDITS

Game programming: Mark White
Computer Graphics: Joe Pearson
Documentation: Laurel Belkin

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ROCK-OLA's®

NIBBLER™

Slinking through an unknown land, Nibbler™ finds himself in an irridescent world of constant change. Gorging and gobbling, out-of-control Nibbler devours everything in sight.

Still he must complete his task. He must explore glowing new worlds where even greater challenges await.

As Nibbler, you must chart your course while moving at increasingly exhilarating speeds.

Beware—what looks like an easy route may be the path to your destruction.

As your time grows shorter, your body grows longer. At every turn of the corner, you risk running into yourself and causing your own destruction!

Experience the neon land of glowing lights—or slide into oblivion.

The longer you play, the bigger the challenge.

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